

Nathan Potter.

3D artist and computer programmer.

CA, 94038

248-881-1317

nathanscottpotter@gmail.com

Future State University — CPO

Jan 2023 - Present

Chief Product Officer at FSU, overseeing core product research and development alongside a team of software engineers, and performing various gamified psychometric research studies.

UBCO Design — Executive Team - Head of 3D

Nov 2021 - April 2023

An executive team member at UBC-O Design, handling the creation of the primary 3d library and heading on all 3d involved operations.

Freelancing — 3D Artist - nathanpotter.tech

Summer 2018 - Present

Completed many different projects involving short 3d animations, logo design and 2D / 3D artistic pieces.

Quality Construx, Plainsboro, NJ — Assistant

Summer 2016 & Summer 2022 - <https://www.instagram.com/qualityconstrux/?hl=en>

Assisted with building materials, deck assembly, bathroom remodelling & general carpentry.

degree.

UBC B.A. — Computer Science, Psychology, Anthropology

Completed credits in many areas, earning my major discipline in computer science with complementary minors.

projects.

Portfolio Website

A demonstration of my JS/CSS skills, and a record of all things me.

nathanpotter.tech

Github — See Activity

Github Activities include data and programming course work, personal projects, and the VDC Asset Library, created by myself.

[Youtube Data Analysis](#) + [Repository](#)

[VDC Asset Library](#) [See All Activity](#)

[Cuda Coding](#) [GPU Mining Analysis](#)

Mona Space - Renaissance Builder Competition

Elemental Layer was created using WebGL + Unity & was a part of Mona's Official Selections for the Renaissance Builder Competition (2000+ registered builders) earning my team Top 100 & Creator Prize Winner - 1 of 30.

skills.

